

Seven Forests Fanon

Ori Series Project

Master Document

Seven Forests fanon is a fan project to expand lore and world building of the Ori series. Nobody working on this project owns any rights to the Ori franchise and none are Moon Studio developers.

Information about places and characters that had an appearance in original games can be slightly edited or supplemented to follow the overall scheme.

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Regions



Order of regions being formed.

1. Friol
2. Noiton
3. Altum

4. Hoa
5. Niwen
6. Kainar
7. Nibel

Nibel

General Description

Colour is blue. The main setting of the first game. Appears to be a temperate climate comparable to forest areas in Central Europe. It is located on an island northwest of Friol by itself, with directly east of it being unprotected by light.

Formation

Characters

- Ori
- Naru
- Gumo
- Kuro
- Sein

Spirit Tree

- Spirit Banyan

Nibel is the forest of the Spirit Banyan. Its immortal light is Sein, light blue in the spectrum of lights. Its main role in Nibel is to maintain a balance between the three elements - Warmth, Winds, and Waters - in their respective locations. These elements in turn provide the environment for life to thrive in the forest, but fail in the absence of the light of the tree, as exemplified by the Blindness.

While certainly caring, the Spirit Banyan often prefers to watch their forest rather than have an active hand in its development. They prefer to let Sein manage the forest and spirits with their more naturally compassionate nature. If Nibel is in distress, however, it is extremely emotional and can often lash out carelessly in defense.

- Spirit Light

Sein is the Spirit Light of Nibel. They focus on maintaining peace and balance in their forest, caring deeply for every creature in their forest. They can act independently and unreasonably when under strong emotion, such as when Nibel faces a threat, but their actions are always based on a desire to protect their forest.

Spirits

- Names

The names of the spirits that have them (Fil, Ano, Leru, Reem, Ilo, Tatsu, Nir, Eki, and Sol) seem to follow a pretty specific style. The names we see seem to be short (3-5 letters, but anything under 7 would probably fit) and no more than two syllables. They also seem

to always end with either a vowel (A, E, I, O, & U) or a soft consonant (Any non-vowel that can still be sustained. L, M, & R are used). Despite not seeing any like this, a name ending with a F, H, N, S, W, or Y (vowel form) would also fit with the style. The beginning of the names have no discernible patterns.

- Adaptations

Nibel's climate is typically cold and marshy. The spirits within are larger than most others to make it easier to maintain a comfortable temperature. Their fur is coated with a thin film of oil - more so than other spirits - that helps them repel water, helping to keep them dry and warm even when navigating through a swamp, lake, or marsh.

Flora

Forest Inhabitants

- Gumon

The Gumon are the inventors, engineers, and builders of Nibel. They were one of the few not born of light that were able to harness and control its power. With their creations in what became the Forlorn Ruins, the Gumon could channel light into vessels and use it to power their own devices. The Blindness destroyed their progress and left them extinct before they could progress further, but the light they had proved powerful enough to remain working.

Creatures of Darkness

- Naru Species

Naru's species doesn't have a known name, and Naru herself is currently the only known alive member of it. They are born of darkness and live far from the Spirit Tree in the portions of Nibel less populated with spirit light such as Black Root Burrows and the Lost Grove. Spirits are still able to interact with Naru's species without harming them but tend not to.

Great Beings

Areas

1. Hollow Grove

The core of Nibel, Hollow Grove is centered around its spirit tree. It acts as a hub and routes to every major area in the forest. Its geography is characterized by marshes, thick forests, and lakes.

2. Valley of the Wind

A canyon that is filled with pine trees and tunnels that stretches far and is at a much higher altitude than at its base, and it is constantly filled with wind. Some parts of the walls of the canyon are covered in spikes and rocks fall occasionally.

3. Sorrow Pass

Sorrow Pass refers to the gorge in between a group of stone spires in the northeast corner of Nibel. The area is thin yet vertically tall and has powerful wind currents constantly flowing both upwards and downwards. Its highest point is the top of Nibel, and contains the Sunstone.

4. Misty Woods

The Misty Woods is a thick forest with a canopy that blocks almost all sunlight. Unless the Nibellian artifact “Atsu’s Torch” is in its place inside, it constantly emits a noxious gas which causes disorientation and hallucination in any who breathe it.

5. Forlorn Ruins

Once the constructed home of the Gumon, the Forlorn Ruins are empty since the Blindness of Nibel. They are a system of great ducts and passages to control the flow of wind and once had the capability to harvest light. They contain the element of winds.

6. Mount Horu

A volcano that contains Nibel’s element of warmth. Its only known activity was during the Blindness. Its internal caverns are navigable but extremely hot and few choose to live there.

7. Ginso Tree

A towering tree with a long, branchless trunk and lush top. It contains Nibel’s element of waters and constantly flows clean, fresh water from its top, resulting in great waterfalls down its sides.

8. Thornfelt Swamp

A large marsh surrounding the base of the Ginso Tree. It sees the most water of the entire region due to its proximity to the element of waters and its many lakes have extensive underwater cave systems.

9. Sunken Glades

An open space in a forest that has long passed with almost no new plant life in the area. The area at the base of the trees is constantly foggy and the plant life that does live there has adapted to the area.

10. Moon Grotto

A dark system of tunnels beneath Nibel. Most of Nibel’s upper life isn’t found inside due to the lack of sunlight or soil. Bioluminescent creatures thrive here as well as a variety of unique fungi.

11. Black Root Burrows

The deepest of Nibel’s underground sections, Black Root Burrows is entirely absent of light without the help of a Nibellian artifact. Phantom platforms made entirely of light also appear here when illuminated.

12. Lost Grove

Beyond Black Root Burrows, the Lost Grove is a beach on the sunny south shore of Nibel. Its pale sand and constant sunlight make it unique among Nibel's landscapes.

Structures

- Forlorn Ruins

The Gumon built the Forlorn Ruins in order to protect themselves by using a mix of machinery and the Spirit Tree's light. Using the Spirit Tree's light was their downfall as the entire place went into a winter wasteland when the Spirit Tree went blind.

- Horu Temple

History

Niwen

General Description

Colour is yellow. The main setting for the second game seems to be a temperate climate, with some areas having more variation than the first in areas like the Luma Pools, Windswept Wastes, and Baur's Reach, the first two being warmer and the latter colder. It is located on the eastern side of the northern continent with Altum and Hoa, with directly north of it being unprotected by light.

Formation

Characters

- Tokk
- Grom

Spirit Tree

- Spirit Oak

Inside of Niwen once lay the Spirit Willow. It grew old to the point that it was no longer able to hold its light, known as Seir, which caused Seir to break into five pieces. Without the light being whole, the Decay was able to run rampant and affect every part of the land corrupting the mind of creatures and causing creatures of decay to appear in higher quantities. This continued until a new spirit tree was established with Niwen's restored spirit light, Seir, returning light to Niwen and pushing the decay out of its borders.

- Spirit Light

Seir is the Spirit Light of Niwen. They are zealous and create grand strategies to fight the Decay or develop Niwen, most of which fail. Guardians of Niwen are typically treated coldly as nothing more than a tool against the Decay. Seir sees their emotionless nature as necessary to keep Niwen safe.

Spirits

- Adaptations

Niwen's climates vary greatly and the spirits inside must adapt to both extreme heat and cold. Their fur is long, but when their body temperature is above comfortable levels, it hugs close to their body, making them more resemble a short-haired creature. If the spirit enters a cold environment, it can fluff out, providing a better thermal barrier. They tend to be a little smaller than Nibel's spirits.

Forest Inhabitants

- Gorlek

The Gorlek are large, strong, and kind creatures who are skilled in the craft of construction. They built many of the wonders of Niwen, such as the Wellspring. They were the main creatures involved in the region's industry and large scale building. One of the main resources they mined is an eponymous ore in their home, in what is now called the Windswept Wastes. The vast majority of the Gorlek species lost their minds due to the Decay, but some Gorlek have maintained their sanity. The rest are hostile and unaware.

- Moki

The Moki are small, playful, and curious creatures that sometimes prefer the dark. They previously lived in the silent woods before it fell to the decay, petrifying any living thing that gets caught inside. They currently

live mainly in the Inkwater marsh and Kwolok's hollow. They form a deep family bond, some even going as far as letting themselves be petrified just so they can be near the ones they love. They can also form bonds with other species like Ori and Kwolok.

Creatures of Darkness

- Owls

The owl is a massive creature that is not directly hostile to any other species other than its prey and anything that threatens its life or children. An adult female owl will spend it's time caring for its young to make sure they are growing up nourished and healthy. A young owl's diet consists of grubs caught by their mother, usually from the tops of trees as they are easier to find there. An adult owl's diet is very similar, but obviously as they are larger they require greater amounts of insects.

- Mouldwood Spiders

Mouldwood Spiders live in Mouldwood Depths, where they live in the dark, having eyes suited for dimmer light so they can hunt where their prey can't see. A Mouldwood Spiders diet consist of eating insects that the spiders catch or the insects get caught on spikes, making it easier for a spider to get to its prey, as the insects are bigger than the Mouldwood Spiders, one insect can feed a large group whereas more then one insect would be need to feed the Queen of Mould Wood Spiders. The Queen does not choose favorites among its children and cares for them all equally.

Creatures of Decay

- Spine Slug

They are slugs that can crawl along floors, ceilings, and walls but can be

knocked off if force is applied. They fire three spikes at a time in a wide cone to defend themselves or attack enemies. They die when they enter any body of water.

Great Beings

- Baur

- Kwolok

Areas

- Inkwater Marsh

This is the first area Ori explores in the game. The marsh is shady, full of water pools, ferns, mushrooms, logs, and old trees. It is home to the Moki and Howl, with it's guardian being Kwolok.

- Kwolok's Hollow

This was the home of the guardian of the marsh, Kwolok, until his passing during Niwen's decay. It also contained the Voice of the Forest.

- Wellspring Glades

This is the main safe haven for the creatures of Niwen who wish to escape the spreading decay and also serves as a hub area to the rest of Niwen's areas. The area started out pretty rough, but through Ori's help became a livable village. It is home to the Moki, Grom, Opher, Tuley, Motay, Lupo, Tokk, and Twillen.

- The Wellspring

This is an ancient watermill which keeps the waters flowing throughout Niwen. When discovered by Ori, it is home to the Stink Spirit due to the spreading decay, but the Spirit ends up getting driven out so the mill is functional again.

- Windswept Wastes

This is the original home of the Gorlek before they were driven underground from the spreading decay. It is a giant desert which has been run down over time and contains the Windtorn Ruins.

- Luma Pools
This is the source of Niwen's waters and was home to the Strength of the Forest.
- Midnight Burrows
This is an extra area within the game, mainly used for a side quest. It contains portals similar to the Ginso Tree and is located underground, surrounded by roots.
- Baur's Reach
This is a mountain which turned wintery from the spreading decay. It is home to Baur, who is sleeping in the cave leading to the Reach, Veral, who is cooking in their soup store, and at one point the Memory of the Forest.
- Mouldwood Depths
This is an underground cave which is constantly in darkness. It is home to Mora, her spiderling children, and the Eyes of the Forest before Seir's restoration. Some of the spiderlings end up going to the Wellspring Glades after saving Mora from the darkness caused by the spreading decay.
- Silent Woods
This was originally the forest home of the Owls and Moki before it got taken over by the spreading decay. It is currently a stone, desolate wasteland due to the decay. It is home to the only other surviving Owl, Shriek.
- Windtorn Ruins
This was originally the place where the Gorlek stored the Heart of the Forest before being driven underground from the spreading decay. It is currently an abandoned ruin containing a set of murals which prophesize Ori's actions throughout Niwen and their end goal of restoring the light. It was home to the Sandworm and the Heart of the Forest.
- Willow's End
This is the final area Ori visits in the game. It is the inside of the Spirit Willow which has rotted and died due to the spreading decay. It contains portals similar to the Ginso Tree.

Altum

General Description

The color on the map is red. It is a mountainous area that has snow and ice at some points throughout. It is the largest of the forests. It is on the northern continent with Niwen and Hoa, with directly west and east of it being unprotected by light.

Formation

Spirit Tree

- Spirit Spruce

They are usually the realistic edge to Seid's optimism. Though they wish only the best for the forest, they recall how harsh it is from their time as a spirit. While the two often disagree, their cooperation is enough to maintain the massive forest of Altum.

- Spirit Light

Seid is the Spirit Light of Altum. Their light has the greatest range of all the Spirit Lights and use it to maintain the massive forest. Their attitude is consistently positive and they try to raise the mood among their Spirit Guardians, most of whom are pessimists. They do their best to protect Altum, though its size often makes it difficult to, and they are pleased with their forest despite its aggressive climate.

- Light Ceremony

The great trembita atop the Spirit Spruce plays an ancient note which is heard throughout Altum. Following this, the Spirit Spruce broadcasts its light in bands above Altum's clouds, resembling the northern lights.

Spirits

- Adaptations

Altum's universally cold and rocky environment makes body temperature a constant concern. The spirits inside have a soft yet thick coat of fur to protect them from the harsh cold. Their tail is fluffy and long enough to be wrapped around them, providing camouflage in the snow.

- Behavior

Food is scarce in Altum. Spirits in the forest are omnivores with a naturally thrifty attitude, knowledgeable in how to preserve and scavenge for food. Because of their harsh living conditions, they are also extremely reserved towards strangers, having deals with Hoa spirits out of need rather than choice.

They only resort to hunting, however, when there is not enough food otherwise, and only those with the utmost experience in how to hunt conservatively and without causing undue suffering are allowed to.

Altum's Spirits are usually excited at the prospect of being the next Spirit Tree. Seid shows great kindness to the Spirits and being the Spirit Tree is a role of great importance and honor.

Another of Altum Spirit's characteristics is their unique woodwork and carpentry, creating elaborate pieces of furniture, utensils and even carving massive totems into giant trees to protect them from the Decay.

- Ability

Spirits of Altum can create wings of light that stretch from their arms to their legs. They use them to glide through the air, traversing the forest quickly and quietly. Winds are ever present in the valleys and mountains of Altum, so the spirits use these currents to their advantage.

Forest Inhabitants

- Pilus

A species of large, feathered creatures with a head like an owls. They live close among the spirits and help them build the treehouses, camps, and equipment they need to survive in Altum. They are cooperative with the guardian spirits, but independent of them, and see them more as trading partners.

- Michi

A species of squirrel-like tree-dwelling creatures that share a striking resemblance to the Moki of Niwen. They live close with the guardian spirits, inhabiting the same trees and often seeing each other as family. Long ago the Spirits were betrayed and they got their food stolen. The Michi helped them survive, creating thus a bond that has endured for generations.

Great Beings

- Sarok

A race of large mountain goats with snow-white fur that roam the slopes of Altum. They are wise and cooperate with the spirit guardians, helping them get the knowledge they need to survive in Altum. If a spirit is in danger, they sometimes try to help, but they are not particularly active guardians, and they only live in the higher portions of Altum.

Flora

- Ember Root (Truncus Fervidus) – edible plant

The Ember root is a plant native to southern regions of Altum. It can be often found near hot springs, where it grows in small clusters. The aboveground part of the plant takes the form of a characteristic, orange flower supported by a leafy stem. The underground root is reddish in colour and is valued for its intense spicy-sweet taste, from which his name comes from. It is used as a spice in bakery as well as an addition to tea, which gives it strong warming properties. Warning - Drinking too much ember root tea might give you the feeling of your veins being on fire.

Fauna

Creatures of Darkness

- Dark Wolves

Large wolves with pure-black fur that exist in packs throughout Altum. Their relationship with the rest of the forest varies by pack. Some are welcoming and cooperative with spirits, while others keep their distance or even chase out spirits who they find in their territory.

Areas

Altum is divided in two main areas: High Altum, always covered in snow and ice, and Low Altum, a more merciful tundra area formed by dense pine woods, flowing rivers, rocky formations and even some hidden flower valleys.

- Spirit Spruce

The Spirit Tree is located in the middle ground between High Altum and Low Altum. Most of Altum's homes are located within trees in relatively close proximity to the Spirit Spruce. This keeps spirits safely in their territory, and while they regularly leave to stay in foraging camps scattered throughout the forest, the most dense and consistent population exists around the spirit tree.



Structures

- Great Trembita

A large, permanent instrument made of the previous Spirit Tree and affixed onto the current one. When played, it can be heard throughout Altum, and it is the greatest alarm among a system of countless Trembitas among Altum's settlements used to communicate information quickly. Less important messages are sent through a chain of Trembitas between settlements.

Kainar

General Description

Color is orange. It is a savannah with an arid and hot climate. It is on an island west of Friol by itself, with the northwestern portion of the island being unprotected by light.

Formation

Spirit Tree

- Spirit Baobab

Where Seil is the inventor with little basis in reality, the Spirit Baobab usually has deep experience with the more calculated side of engineering. They help in developing Seil's concepts into specific blueprints and distributing them to the Spirit Guardians. They are caring for the spirits but show it in their creations more than their words.

The Spirit Baobab contains countless blueprints and building information from countless previous generations of spirits. Its archive stretches back to the first guardians of Kainar and contains information found nowhere else. Occasionally, spirits will come to the Baobab seeking these ancient blueprints.

- Spirit Light

Seil is the Spirit Light of Kainar. They are the creativity behind Kainar's many projects, constantly energetic and ambitious. Though not all of their ideas are useful, many of them become useful innovations with the help of Kainar's Spirits, who Seil considers their equals rather than their subjects.

- Light Ceremony

Kainar's light ceremony creates two vortexes of fire - one around the spirit tree itself, and the other around the outer wall of Korios City. These great fires protect Korios and can create rain clouds to bring relieving rain during a drought.

Spirits

- Adaptations

The large plains and mesas of Kainar make quick traversal important. The spirits of Kainar have powerful legs well-adapted for running long distances. Their thick tail is capable of supporting their weight, allowing them to use their powerful legs to defend themselves.

- Behaviors

When a Spirit Tree dies, the Spirits of Kainar ceremonially burn it to make

space for the new one. Ancestral Trees left by fallen Spirits burn themselves

as well once their light returns to the Spirit Tree.

The spirits of Kainar are passionate about their work and typically enjoy discussing it. They usually ignore criticism from those unaware of their methodology, preferring their own experience to the questions of others. Most show very little attention to things other than their work.

- Abilities

The Spirits of Kainar rely on physical strength more than other spirits due to their craft. Spirit Ignition allows a spirit to obtain a buff in their strength and speed which allows them to carry heavy weights, run long distances and protect themselves from aggressive creatures in a pinch. This powerup is reflected by an increase in their body brightness and a faint flame-like aura. However, as a side effect, their body temperature increases and prolonged usage of this ability might cause exhaustion, illness or even severe injury.

Forest Inhabitants

- Leenis

A race of short, long-eared and long-tailed prairie creatures that live among the spirits of Kainar. They inhabit the settlements that the other species of Kainar create, living as neighbors and citizens.

- Ruam

A spatially intelligent species covered in armored scales. They are as invested in Kainar's buildings as the spirits are, helping with both with the manual labor and design of construction, especially in Korios City.

Great Beings

- Zariza

A great scorpion and mother to the scorpions of Kainar. She is typically friendly and her children live peacefully among the Spirit Guardians on Kainar's surface, but she does not hesitate to defend against anyone who could mean them harm.

Flora

Fauna

Creatures of Darkness

- Dark Hyenas

Living in packs on the edges of Kainar, Hyenas are aggressive towards the rest of Kainar. They often attack Kainar's buildings for fun, and while they usually ignore the spirits, they will not hesitate to kill any that resist their attacks. Many of the developments made by spirits of Kainar are for the purpose of defending against them.

Areas

- Korios City

A city in the heart of Kainar, surrounding the Spirit Baobab and its high inner platform. It was constructed with cooperation between Ruam and Spirits. Inside its defensive walls is housing for countless inhabitants as well as a monolith atop the central tower containing memorials to Kainar's fallen spirit trees. Crowds and movement are constant as the inhabitants follow their busy schedules & maintain the forests' constructions.

Structures

Hoa

General Description

Color is purple. It is a blooming forest with a temperate and windy climate. It is on the western side of the northern continent with Altum and Niwen, with directly northwest and south being unprotected by light.

Formation

Spirit Tree

- Spirit Sakura

Seip and the Spirit Sakura are the most cooperative among spirit lights and trees. Most spirits that become spirit trees in Hoa are dedicated to the teachings of Seip and tend to work well with them, sharing similar interests for Hoa. They care for the Spirit Guardians and show it by cooperating with Seip to keep the forest blooming.

Spirits occasionally communicate with the Spirit Sakura using an ancient language of organized leaves. The Sakura drops leaves in this fashion and a spirit will spend days at a time translating, responding to, and recording its messages, as well as attempting to decipher its metaphors.

- Spirit Light

Seip is the Spirit Light of Hoa. They are obsessed with the beauty of Hoa and put all of their effort into cultivating it. They are protective of their work and complain thoroughly when it is destroyed. Seip is very emotional, grieving deeply for the death of a Spirit or Spirit Tree.

- Light Ceremony

In the day leading up to a light ceremony, Spirits will surround the Spirit Sakura and use harmless inks or materials to draw mandalas on its surface. The light ceremony will light up all of these mandalas to create a harmless light that turns the surface of the Spirit Sakura into a textured pillar of light.

Spirits

- Adaptations

Hoa's spirits are built to navigate the blooming valleys within it deftly. They are the smallest and lightest of all the spirits, capable of running on all fours for extra speed. Their two tails help them shift their weight to navigate sharp corners quickly.

- Ability

With a greater control over light, spirits of Hoa can create large and complex structures out of it. These are temporary and disappear once the spirit creating them stops channeling their light.

Forest Inhabitants

- Daar

Daar are the builders in Hoa. They live in Storages to the north. They built structures as Libraries or Observatory. Daar have 4 arms, which allows them for precise manipulation as well as sharp “legs”, which allows them to walk on walls/ceiling.

Great Beings

- Sentinels

The Sentinels were once a race of magic earthen creatures that protected Hoa. Long ago, one of the Decay’s attempts at Hoa called them to defend the forest, and once it was pushed back all but one went into a deep slumber. How they awaken is yet unknown to the Spirits, but the last remaining sentinel continues to protect Hoa.

Flora

- Inkbloom

Inkbloom is one of the sources of paint in Hoa. In early growth stages, the ink is pumped from little “cocoons” to the main part of the flower, which bloats as the ink is pumped. When it is done, the ink in petals gains more refined color. When it is fully grown, ink starts dripping from the thin part below petals. To harvest ink, one can either wait until ink naturally drips off, squeeze the flower to speed up the process of dripping, or poke the flower with a needle and pour the ink out.

- Papyrus Cone

This plant is used to gather writing surfaces. When the flower is fully grown, one can peel off a petal and use it as a writing surface, which in touch is similar to real-life papyrus.

Fauna

Creatures of Darkness

- Dark Foxes

As everything in Hoa lives in harmony with nature, the Foxes are no exception. They live among spirits and together admire the light of Spirit Sakura. Foxes care about the land around them and are willing to help Spirit Sakura any time it would need aid. Foxes can grow up to 9 tails – tails grow as foxes age but also as they gain more wisdom. The tails are viewed as one that’s getting bigger as more tails grow, but they can split it into 9 tails in total. Foxes are considered the wisest species in Hoa. Being very nimble they can easily get access to all parts of the forest and gather the knowledge hidden in every hook.

Areas

- Blossom Woods/Blossoming Forest
- Dandelion Lake

- The Vale
- Slopes of Dusk
- The Marshlands
- The Labyrinth
- Crystal Garden
- Daar Storages
- Stone Slumber

Structures

- Spirit Library
An archive of the knowledge gathered by generations of spirits and dark Foxes alike written on scrolls of parchment. It contains records of the forest over the years, including types of life, geologic and natural events, and the teachings of Seip and the spirit tree, including limited information on the forest's origins.
- The Observatory
- Northern Archway

Noiton

General Description

Color is green. It is a marshland with a warm and humid climate. It is on a set of islands east of Friol by itself, with all of the islands being protected by light.

Formation

Spirit Tree

- Spirit Mangrove
Each Spirit Mangrove of Noiton grows into the remains of the last tree, joining their consciousness and memories. The most recent ascended spirit has control over the Spirit Mangrove's light, but the countless previous spirits inside often have conflicting opinions.
- Spirit Light
Seim is the spirit Light of Noiton. His greatest efforts are spent on maintaining cooperation between the many ancestral spirits inside the Spirit Mangrove and convince them to work together. While he has no direct power over them, he is seen as the arbiter of the Mangrove. He understands the nature of Noiton and rarely intervenes in its course, even when a spirit is in danger.
- Light Ceremony
Groups of spirits throughout Noiton create their own light ceremonies, usually involving campfires, dancing, and music. This draws lost spirit lights back to them and back to the Spirit

Mangrove as well as channeling their light into the surrounding area.

Spirits

- Adaptations

The marshes of Noiton cover nearly every part of the land. The spirits inside are almost constantly swimming, being able to hold their breath for an extended period of time. Their long, flat tail can be moved to help them navigate in the water, and their strong paws make it easier to paddle.

They also possess a greater resistance to poisons, allowing them to eat otherwise toxic things and survive in harmful conditions. Some shamans choose to cultivate this ability to extreme levels.

- Behavior

Noiton's spirits are closest with those they live near. They rely on the wisdom of shamans, the eldest spirits of their groups who typically have deep knowledge in using spirit wells or a variety of plants for medical purposes. Spirits become regarded as shamans after they complete a challenge of gathering a variety of herbs from around Noiton. Some of these herbs are usually in panther or guardian territory.

Traditional dress and decoration in Noiton uses animal skulls and bones, especially among shamans. They might look intimidating, but in truth Noiton spirits are quite welcoming.

Great Beings

- Kama

A great serpent that moves throughout Noiton. She is old and wise, with locals from all across Noiton often seeking her advice. Kama is notoriously unpredictable, sometimes helping and other times attacking those who seek her. She is neutral among both panthers and spirits.

- Nisaar

A giant jumping spider, who the Ruam brought with them when they tried to colonise Noiton, and now he is the only living remain of their effort to live in Noiton, he is guardian of Ruined garden, a place where Ruam planted and grow cultures that they bring with them from their home land.

Forest Inhabitants



Flora

- Moonshine Thornbush (veternum pellis) – medical plant

The Moonshine Thornbush is a plant native to Noitonian jungle. It's characterised by its small, blue flowers and numerous thorns covering its stem and branches. Its needles are coated in small amount of neurotoxin,

that paralyses the nervous system, giving a sense of numbness. Because of that they are often used as a local painkiller.

Fauna

Creatures of Darkness

- Dark Panthers

Large cats which live throughout Noiton. Their behaviour and attitude towards spirits can be different for each, and can be agreed upon in a pack. Some panthers are actively cooperative with spirits, maintaining contact & working together, while others keep their distance or defend their territory from any spirits who enter. Packs of panthers are not common but do exist and can hold a considerable amount of territory or power.

Areas

- Ruam Ruins

Once an attempt at a city by a group of Ruam from Kainar,

Structures

- Canals

These shallow water channels stretch through Noiton, keeping some of the island connected without the risk of traversing through the swamp.

Friol

General Description

Color is blue. It is an archipelago with a tropical and diverse climate, which extends into the ocean. It is on a central set of islands by itself, with all of its land and parts of the ocean being protected by light.

Formation

Spirit Tree

- Spirit Palm

Most of the spirits who become Spirit Palms are already among the hardest-working of Friol's spirits. They carry this trait into their role of protecting the forest, and while they maintain a casual attitude outwards towards the spirits, maintaining Friol's level of light takes significant effort. It is the Spirit Palms that with the shortest lifespan, so compared to other forests, Friol has had many more Spirit Trees through the ages.

- Spirit Light

Seiv is the spirit light of Friol. He is the first spirit light and the only one who was able to meet with the ancient spirits, and the power they gave him far surpasses that of any other spirit light. With his power, he keeps Friol completely sealed off from the Decay, and

never mentions its existence to the Spirit Guardians. He is fervent and overprotective but shows little of his efforts to the Spirits.

- Light Ceremony

When the night of the Light Ceremony approaches, a giant, shining comet appears in the sky. As a shooting star reaches the earth from the comet, the spirits take the light from the astral body and use it to hold their Great Water ball Championship. As spirits play and imbue the light with their energy, the champions offer it to the Spirit Palm, using the light as a renewed source of strength to keep the islands afloat.

Spirits

- Adaptations

Friol's islands are filled with tall palm trees and maintain a tropically hot climate. Their short fur helps them keep cool and their long, tactile tail allows them to hang off of any sturdy branch or even grab fish out of the water. Strong paws also help with their ability to climb trees.

- Behavior

The Spirits from the tropical islands have the most easy-going attitude among all the regions. Since their forest is completely sealed away from the Decay and there's no natural predators that could endanger them, they usually spend their time eating fruits, sunbathing, catching fish or playing games. Some of the greatest events are the Grand Festival after an island sinks and the water ball sport (Name in progress) which is held regularly in friendly matches and as a grand championship during the light ceremony.

- Ability

Friol's spirits can blink short distances through the powerful aura of light created by Seiv. When focused, it teleports the spirit to a general location not more than 20 paces from their previous spot. Experience and precision can hone its accuracy, but it can also be done unfocused or as a subconscious reaction, warping the spirit to a random but usually safe place.

Forest Inhabitants

- Karbids

The Karbids are a species of large, sentient crabs that live peacefully with the spirits of Friol. They vary in size greatly from the size of a few spirits to that of a hill or small mountain. Karbids decorate their shells with various rocks and foliage as camouflage and collect shiny objects they find appealing.

Great Beings

- Kaore

A squid capable of traversing both the deepest depths and surface of the ocean, Kaore works to solve disputes and maintain peace between spirits and dark sharks. He maintains the order of the ocean and assures sharks and spirits stay in their respective territory. Underwater, he possesses strong adaptive camouflage and can make himself invisible to most.

Flora

Fauna

- Kako Birds

Unique to Friol, these birds are valued for their ability to detect when an island in the archipelago will sink. Once they do, they move in massive flocks to a different island, and a few days from then the island they were on invariably gets taken by the ocean. If Kako Birds are seen leaving an island, the rest of its inhabitants typically follow.

Creatures of Darkness

- Dark Sharks

The Sharks live in the Sea of Shadows or the Depths of Sea of Shadows. they are mainly carnivorous, eating fish as their main diet while others may choose to be omnivores or even vegetarians by having plants in their diet. they existed before the lands of Friol even showed up. They are intelligent creatures that understand the balance of light and dark making them not naturally hostile to spirits, though spirits are not allowed in the Sea of Shadows.

Through their life cycle they will go back and forth between Sea of Shadows or the depths of it till they eventually know their time is up, where they will beach themselves on the island for their final resting place. Dark Sharks are not just one species but rather multiple with different body types and different amounts of nutrients needed, as well as how often they may switch between Sea of Shadows or it's depths.

Areas

Friol is host to some extremely active tectonic activity. Islands can sink and emerge in a time lapse of a few years, changing the landscape radically. The spirits of Friol consider that when an island sinks, it means life there becomes frail, so when it emerges again, life will be reborn anew. Spirits hold grand festivals to commemorate these important events.

- Spirit Shore

The western area of the main island and home of the Spirit Palm. It is one of the most visited areas by the Spirits.

- Silvergreen Forest

A dark and intimidating forest east of the main island. It's location right underneath the great mountain makes it so it's veiled by shadow and most of the time covered by a fine silver mist. Perhaps one of the most "dangerous" places in Friol, only for the slight chance to get lost in it.

- Ghnor's Fissure

The two great mountain summits rise north of the main island. Legend says it was not two peaks, but one. Two siblings lived within the mountain, but as they didn't get along well and argued, the mountain split in two.

- Elysium

A lush area filled with vegetation located west of the main island, Elysium is home of the Great Falls that share their name. Both a forest and a rocky area, this island has a sight for everyone.

- Sight's Rest

One of the most popular areas in Friol, this shore has the most breathtaking views from the archipelago. Named that way for the "gift to the sight" this area offers.

- Lagoena's Garden

Long ago, a spirit named Lagoena grew this astonishing garden, where never before seen flowers of radiant colors bloom. Curiously, it is one (maybe the only one) of the islands that never sinks.

- Primeval Recess

The northern island of the archipelago, it is one of the quietest areas in Friol and also a place where dinosaur-like fauna can be found. However these creatures are herbivores and pose no threat to any other living being unless provoked. It is the place where the most of the Ancient Spirits' ruins can be found.

- Sailors Barrow

West beyond Elysium, this island is home of the Karbids, however this sentient crab people can be found almost anywhere within the archipelago. Mysterious remains of ancient vessels can be found here, yet nobody has come up with an explanation of how they got there or who sailed within them.

- The Stone Palisade

Always under constant punishment from the waves, this partially sunken island is not particularly popular among the spirits. But those who have been there speak of a great being, lurking so close and hiding so well...

- Sea of Shadows

Extending far, deep and wide, the Sea of Shadows got its name from the young Dark Sharks that sometimes swim close to the surface, creating something akin to that of shadows gliding underneath the surface. It is here where most of the Dark Sharks live, however there are other species of sharks who don't

necessarily share this area with the rest, living around other islands of the archipelago.

Structures

- The Lighthouse

This tree-like construction is located on the island of Lagoena's Garden, south of the main island. A glimmering light can be seen from the top.

- Ancient Gateway

What appears to be an entrance found on the eastern shore of the Silvergreen Forest. Very few have ventured so far within the woods, and even fewer speak of what lies within.

- Elysium Falls

The ever flowing falls from the Island of Elysium grants Friol with pure waters. A pathway can be found behind the Great Falls, ascending to the top.

Short Term Notes

Each region as demonstrated by Nibel and Niwen has a water purification structure.

Nibel - Ginso Tree.

Niwen - Wellspring.

Altum - Underground pumping of water through mountains.

Friol - Some sort of filtering of sea water.

Noiton - No specific structure, kept clean through a region wide system of plants.

Hoa - System of irrigation/wells sourced from the main central lake.

Kainar - Dam.

Adding a coral forest and wasteland.

They also can use wood to build their stuff, if a tree in the savannah is injured beyond healing, the Leenis takes the tree down, collecting its seeds and use its wood. Statues of Spirits made of stone can be found at every corner, each representing a spirit that fell in battle against the decay, the Leenis also craft many weapons and armor alike, for themselves or for the spirits, if they would use it. Even with their ingenuity, the Leenis are not oriented to battle, but they can put a fight if they manage to build something to defend themselves.

The Korios city has many visits from the Gorlek people, they often appear around and teach the Leenis new stuff and how to build them, they keep a healthy relationship as the Gorlek also seek knowledge from Seil, she gives

them creativity to construct new structures and how to upgrade them, sometimes her wisdom can end up going wrong, in a way or two, it's the way of craftsmanship, if you build it and it doesn't work, just build it up again

Periphery

Glossary

- Spirit

Spirit, more generally, defines any force of nature in the world.

Usually, however, it refers to Guardian Spirits, beings of light born from specific leaves of a Spirit Tree. Spirits differ among the forests but all are omnivorous. Their genders are merely preference.

- Ancestral Tree

When a spirit dies, various flowers and a stout tree grow from the light they leave behind. This light most often returns to the spirit tree during a light ceremony or is brought back to the tree by a spirit, but in times of crisis it can be absorbed by another spirit.

World Locations



Creatures of Decay

- Jumping Soot

A frog-like creature that attacks its prey by smashing down after leaping to in an attempt to kill its prey, which is strong enough to break ground that is not enforced by the surrounding environment.

- Diving Raven

A creature that resembles a bird but has four eyes and is able to fly and hover in place, they attack their prey by swooping at them.

- Slime

A blob of glowing purple material that slowly moves and cannot directly attack its prey. Instead, it lays down globs of slime that are made of the same material that will hurt its prey till its prey runs away or dies. There are blue varrients in the valley of the wind and forlorn ruins and orange in hollow grove and Mount Horu.

- Volatile Slime

Small, dark purple slime that only sits on ceilings and attacks its prey by

dropping onto the prey if possible and if not near it and then exploding.

- Spine Slimes

Small dark slime that has spines on it's gel-like form that it can launch from

its body to attack its prey. They hate the water and will die on

contact with it. The Spine Slime can cling to walls and ceilings and attacks in

a 90° and will launch two more spikes in an attempt to kill its prey if it

manages to die. It has two subspecies, the Ice Slime, which is an icy blue

version of the Spine Slime, and the Fire Slime, a Spine Slime resembling a

blob of lava.

- Split Slime

The Split Slime is a slime that upon death, will split into two more slimes,

and then those slimes will split again when they die, and split for a third time then those smaller ones die, causing problems for the prey if they fight instead of running away.

- Spitters

A creature that resembles a toad like creature that spits out large red

projectiles from within their body to attack their prey, they will die in water rapidly, they have a subspecies that is more dangerous is green and can spit further, faster, and deal more damage to their prey.

- Spider

The spider is a creature that can hang on a link of silk that attaches to the

ceiling and will spit out one or three projectiles at its prey

- Rammer Beetles

A rammer beetle resembles an armoured rhino. They attack prey by charging into targets, but if instead they hit a wall they will be stunned and forced to wait to recover. Their armour is not susceptible to regular weapons, but can be removed by large amounts of force. There is a subspecies that instead attacks by rolling into a ball when charging at prey. This action requires large amounts of momentum and if hit by anything during this process, they will end up exploding. This explosion is very powerful and can destroy most built walls, including some that are reinforced by the environment around them.

- Piranha

The piranha is a fish that lives in the water and will charge towards their prey when they get near the piranha. if the piranha is knocked out of the water, it will flop around, trying to get back in.

- Mortar

A mortar is a creature that resembles a regular worm. They attack their prey by burrowing out of their hole when prey gets near, and

spitting out dangerous and accurate projectiles. When their enemy or prey gets too close they will hide in the ground away.

- Sentry Stone

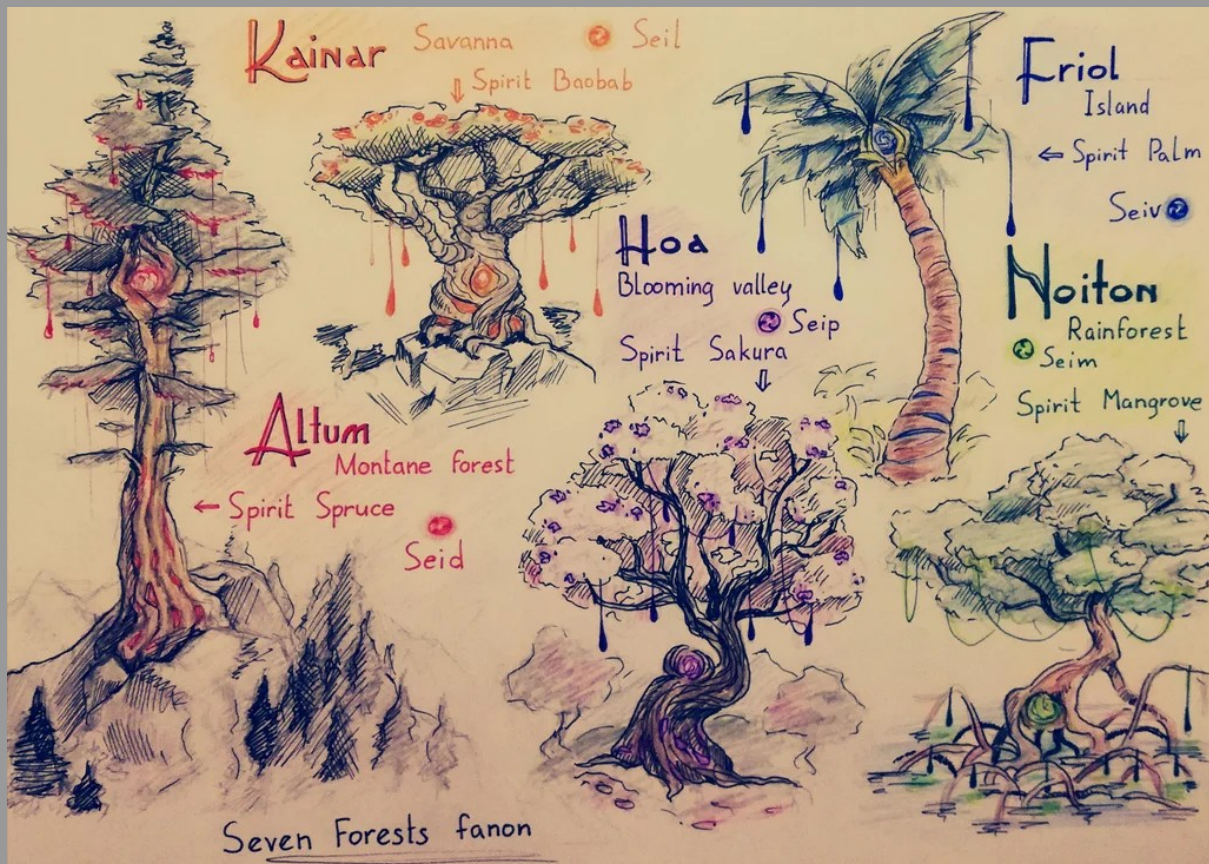
The Sentry Stone is an entity that glows that is surrounded by floating rocks that float in one spot. They attack their enemies by firing explosive projectiles. The Sentry Stone has a subspecies called the Guardian Stone, which is similar in color and size but will attack their enemies using a mixture of projectiles and lasers. Both can only be killed with large amounts of force or using their own projectiles to destroy them.

World Resources

- Erga

A universal name for Gorlek ore, Erga is used for construction and power across the forests. It can defy gravity to some degree and is used in constructions to make them safer and more stable or, in a large enough quantity, to create floating structures. Its innate power is enough to power automated tools, allowing for more complex and powerful construction equipment than otherwise possible.

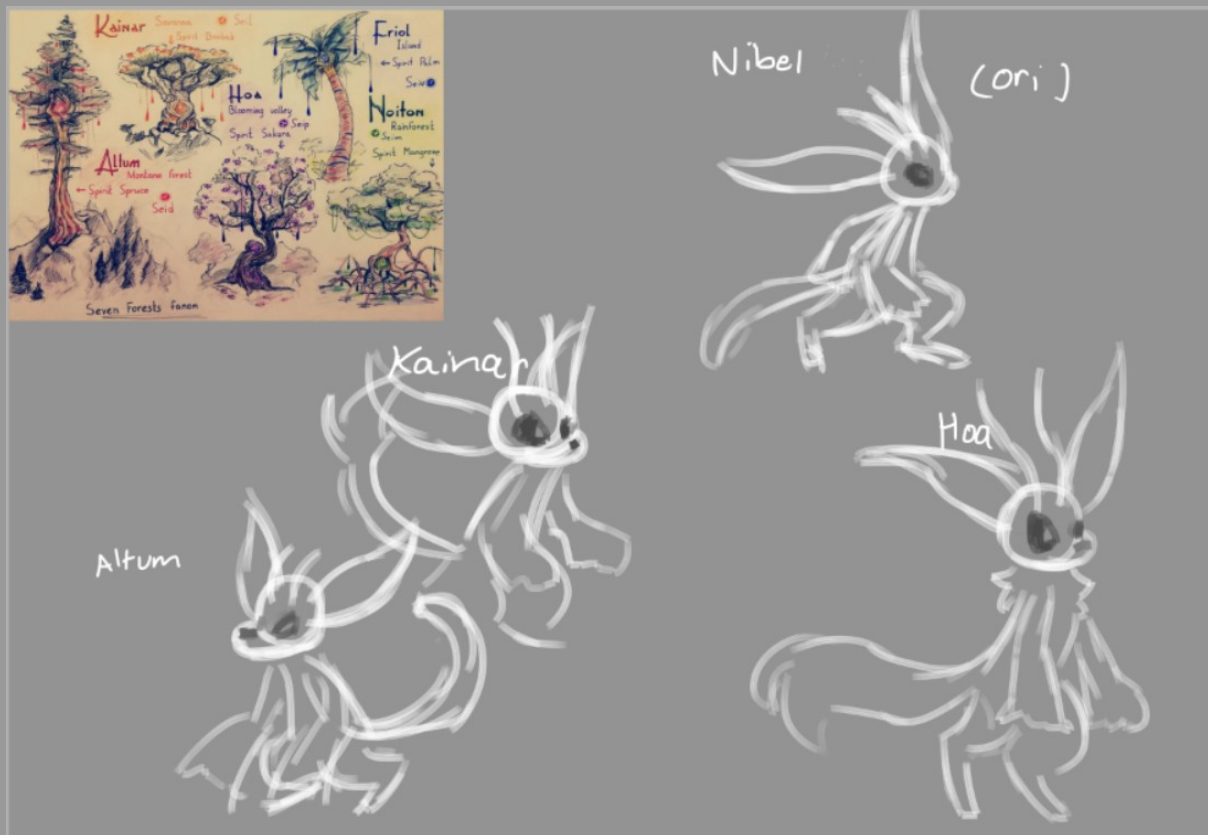
Project images masterlist



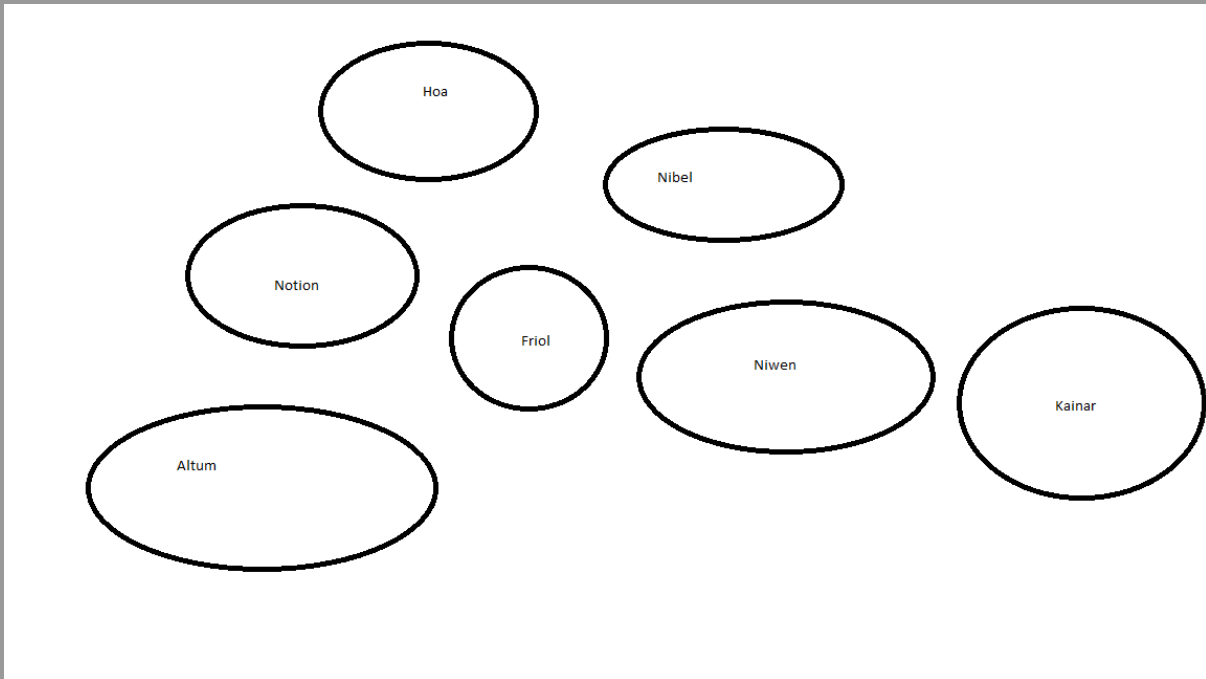
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Game images masterlist

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